AMENDMENTS TO THE SPECIFICATION:

Please replace paragraph [0017] with the following amended paragraph:

[0017]   A first aspect of an exemplary embodiment is directed to a golf game machine (3) which displays on a display device (2) a scene in which a player character (71) hits a ball hit by a player character (71) is traveling in a game field according to a shot power and a hit location of the ball. In addition, the golf game machine displays on the display device a gauge (77) and a cursor (78) moving on the gauge. The shot power is set in relation to a first position of the cursor being moved. The hit location is set in relation to a second position at which movement of the cursor stops. The golf game machine comprises: a controller (6) having a plurality of control switches; a moving start processing mechanism (a CPU 31 for performing S3 and S5; hereinafter simply only step numbers are provided); an input receiving mechanism (S12); a first position determining mechanism (S17, S32, and S36); and a second position determining mechanism (S17 and S24). The moving start processing mechanism receives a first input to the controller and allows the cursor to start moving in response to the first input. The input receiving mechanism receives, as a second input to the controller, an input to a first control switch (63) among the plurality of control switches or a second control switch (62) among the plurality of control switches which is different from the first control switch. The first position determining mechanism determines, when the second input to the first control switch is received by the input receiving mechanism, a position of the cursor at the time

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of receiving the second input as the first position. In addition, the first position

determining mechanism receives a third input to the controller and determines a position

of the cursor at the time of receiving the third input as the second position. The second

position determining mechanism determines, when the second input to the second control

switch is received by the input receiving mechanism, a position of the cursor at the time

of receiving the second input as the first position, and determines a given position on the

gauge as the second position.

Please replace paragraph [0031] with the following amended paragraph:

[0031] A second aspect of an exemplary embodiment is directed to a golf game

machine (3) which displays on a display device (2) a scene in which ~~a player character~~

~~(71) hits~~ a ball hit by a player character (71) is traveling in a game field according to a

shot power and a hit location ~~of the ball~~. In addition, the golf game machine displays on

the display device a gauge (77) and a cursor (78) moving on the gauge. The shot power

is set in relation to a first position of the cursor being moved. The hit location is set in

relation to a second position at which movement of the cursor stops. The golf game

machine comprises: a controller (6) having a plurality of control switches; a moving start

processing mechanism (S3 and S5); ~~a first position determining~~ input receiving

mechanism (S12 ~~and S17~~); and a second position determining mechanism (~~S24~~ S17).

The moving start processing mechanism receives a first input to the controller and allows

the cursor to start moving in response to the first input. The ~~first position determining~~

input receiving mechanism receives a second input to the controller. The second position

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determining mechanism ~~and~~ determines, as the first position, a position of the cursor at the time of receiving the second input performed by the input receiving mechanism and, as the second position, a given position on the gauge. ~~The second position determining mechanism determines the second position so as to be randomly positioned every time the second input is received by the first position determining mechanism.~~

Please replace paragraph [0035] with the following amended paragraph:

[0035] The golf game machine may further comprise an area display mechanism (S2). The area display mechanism displays on the display device a random area (80), indicating the range set by the range setting mechanism, and a meet area (81), serving as an index for determining the second position ~~indicating a range of the second position in the gauge within which the hit location is ensured to be in a predetermined range~~, along with the gauge.

Please add the following new paragraphs after paragraph [0038]:

[0038.1] The golf game machine may further comprise a moving-direction calculation mechanism. The moving-direction calculation mechanism calculates a moving direction of the ball in the game field according to the shot power and the hit location.

[0038.2] The golf game machine may further comprise a tentative hit-location setting mechanism. The tentative hit-location setting mechanism receives, prior to start of movement of the cursor by the moving start processing mechanism, an input of a player's desired tentative hit location on a circular shaped image, which is modeled on

the ball displayed on the display device, and sets the tentative hit location. In this configuration, the moving-direction calculation mechanism determines a final hit location by adjusting the tentative hit location according to the second position on the gauge determined by the second position determining mechanism and calculates the moving direction of the ball according to the final hit location and the shot power.

[0038.3] The moving-direction calculation mechanism may determine the final hit location by adjusting the tentative hit location according to a deviation between a meet point displayed on the gauge and the second position.

Please replace paragraph [0039] with the following amended paragraph:

[0039] A third aspect of an exemplary embodiment is directed to a golf game machine (3) which displays on a display device (2) a scene in which a player character (71) hits a ball hit by a player character 71 is traveling in a game field according to a shot power and a hit location of the ball. In addition, the golf game machine displays on the display device a gauge (77) and a cursor (78) moving on the gauge. The shot power is set in relation to a first position of the cursor being moved. The hit location is set in relation to a second position at which movement of the cursor stops. The golf game machine comprises: a controller (6) having a plurality of control switches; a moving start processing mechanism (S3 and S5); a first position determining mechanism (S12 and S17); a second position determining mechanism (S32 and S36); and third position determining mechanism (S24). The moving start processing mechanism receives a first input to the controller and allows the cursor to start moving in response to the first input.

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The first position determining mechanism receives a second input to the controller and determines, as the first position, a position of the cursor at the time of receiving the second input. The second position determining mechanism receives, when the first and second inputs to the control switches present a first input pattern, a third input to the controller, and determines, as the second position, a position of the cursor at the time of receiving the third input. The third position determining mechanism determines, when the first and second inputs to the control switches present a second input pattern which is different from the first input pattern, a given position on the gauge as the second position.

Please replace paragraph [0041] with the following amended paragraph:

[0041] A fourth aspect of an exemplary embodiment is directed to a game machine (3) which displays on a display device (2) a scene in which an object (ball) moves is moved (is shot) in a game field according to a parameter of a moving distance of the object (shot power) and a parameter of a moving direction of the object (hit location). In addition, the game machine displays on the display device a gauge (77) and a cursor (78) moving on the gauge. The parameter of the moving distance of the object is set in relation to a first position of the cursor being moved. The parameter of the moving direction of the object is set in relation to a second position at which movement of the cursor stops. The game machine comprises: a controller (6) having a plurality of control switches; a moving start processing mechanism (S3 and S5); an input receiving mechanism (S12); a first position determining mechanism (S17, S32, and S36); and second position determining mechanism (S17 and S24). The moving start processing

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mechanism receives a first input to the controller and allows the cursor to start moving according to the first input. The input receiving mechanism receives, as a second input to the controller, an input to a first control switch (63) among the plurality of control switches or a second control switch (62) among the plurality of control switches which is different from the first control switch. The first position determining mechanism determines, when the second input to the first control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position. In addition, the first position determining mechanism receives a third input to the controller and determines, as the second position, a position of the cursor at the time of receiving the third input. The second position determining mechanism determines, when the second input to the second control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and determines a given position on the gauge as the second position.

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